

Jacaranda
Software

SHEEP~DOG TRIAL

Student's Guide

717

First published 1984 by
JACARANDA SOFTWARE
65 Park Road, Milton, Qld
9 Massey Street, Gladesville, N.S.W.
90 Ormond Road, Elwood, Vic.
303 Wright Street, Adelaide, S.A.
4 Kirk Street, Grey Lynn, Auckland 2, N.Z.

Typeset in 10/11 pt Helios Light

Printed in Australia by
Jon the Printer, Gold Coast, Qld

© Jacaranda Wiley Ltd 1984

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior permission of the publisher, unless in the circumstances noted hereunder.

This booklet may be copied for pupil use only within the educational institution for which it has been purchased; in these circumstances no payment for copying is required by the copyright holder.

A product of Jacaranda Software

Program designers: Rosanne Gare and David L. Smith
Production editor: Wynne Webber

Apple version programmed by Bevan Leviston
BBC version programmed by David L. Smith

About the game

Sheep-Dog Trial is a game for two where each person has a dog and must send it out into a paddock to muster some sheep. It's not easy! Sheep aren't very intelligent animals and they run all over the place if you frighten them.

When the game begins, ten sheep are grazing in the paddock. Five are white and five are black. One player controls the white dog and tries to muster the five white sheep into the white pen; the other player uses the black dog and tries to muster the black sheep into the black pen. When you play you must tell your dog exactly where to go so that your sheep will run towards your pen. Fortunately, you have a really intelligent dog that will do exactly what you tell it to. But sheep aren't nearly so easy to control, especially when there are two dogs running about!

To play this game you need to understand how to work with a grid. The paddock where the sheep are grazing has straight lines drawn on it dividing it into squares. These lines make a grid.

In *Sheep-Dog Trial* the grid squares are labelled with the letters A to R across the top and bottom, and the numbers 1 to 11 up each side. Sheep will move only when a dog is right next to them.

You must try to muster all your sheep into the correct pen as quickly as possible. That sounds easy, but it is harder than you may think, and you will have to move your dog many times. The computer keeps count of the number of moves your dog makes around the paddock.

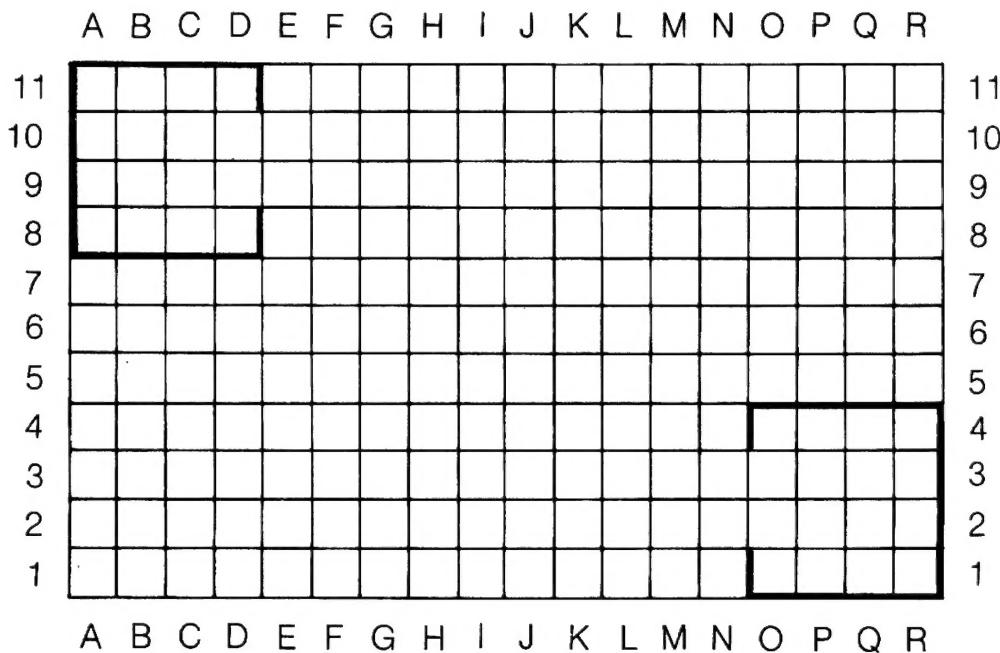
If you have a BBC microcomputer, you will also be told how much time it has taken you to get your sheep into the pen. The computer will tell you your time in minutes and seconds.

In a real sheep-dog trial, time is very important. The musterer and the dog work together closely to muster the sheep in the shortest possible time. It takes a lot of practice with a very clever dog to round up sheep in a hurry!

Let's have a look at the things you need to know when you play *Sheep-Dog Trial*.

The paddock

The sheep paddock looks like this:



When the game starts, your sheep will be scattered about the paddock (however, they won't be in or near either pen). Your dog will be waiting patiently in the pen into which you will muster your sheep.

Moving your dog

To get your sheep into your pen, you must guide them there with your dog. To move your dog you name a grid square by typing **a letter followed by a number** (see diagram 1) and then pressing the RETURN key. (If you are using an Apple IIe, the key will have the sign on it — this means the same as RETURN.)

Dogs will move to most of the places you tell them to go — they can jump the fence of the pen, and they can jump over sheep — but there are some things your dog is unable to do. Dogs can't be in the same grid square as a sheep. Nor can a dog be in the same grid square as the other dog. You can't send your dog back to your pen or into the other pen. (Your dog can't even go near the gate of the other pen — see diagram 2.)

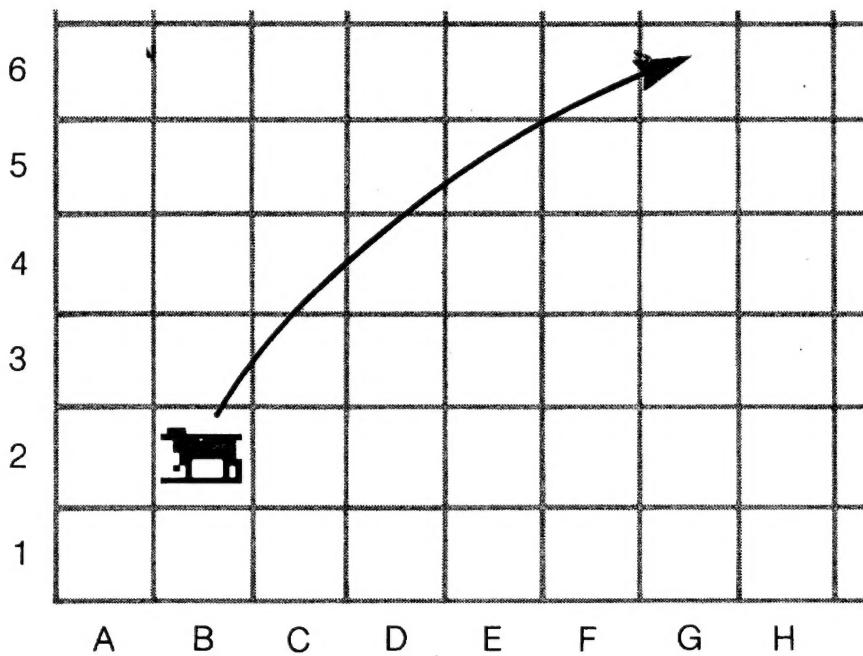


Diagram 1: To move your dog from grid square B2 to grid square G6, you would type
G6
and then press the RETURN key.

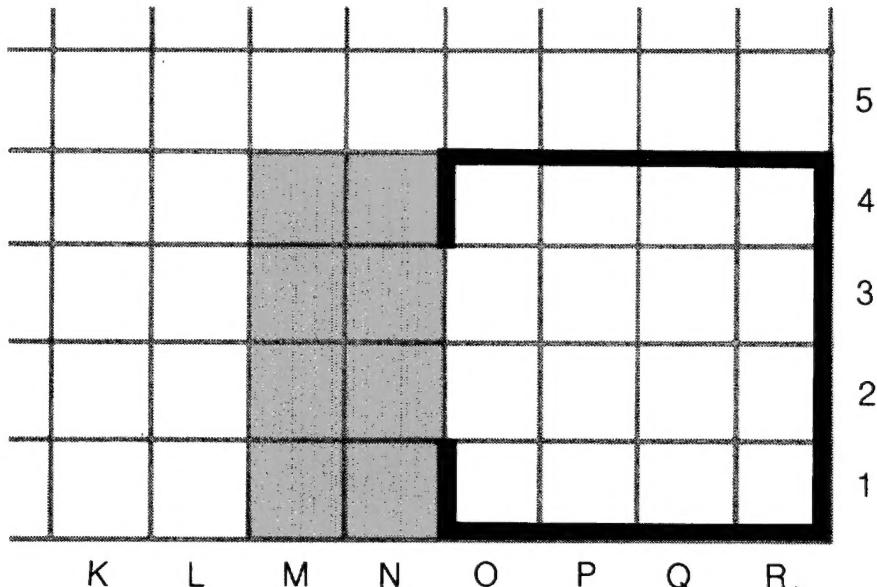


Diagram 2: Your dog can not move into the area near the gate of the other pen. This is an area 2 grid squares wide and 4 grid squares high.

Your dog knows that it can't go back into the pen until all your sheep have been mustered. Once all the sheep are safely inside the pen, your dog will sit down inside the gate to stop any sheep from wandering out. (See diagram 3.)

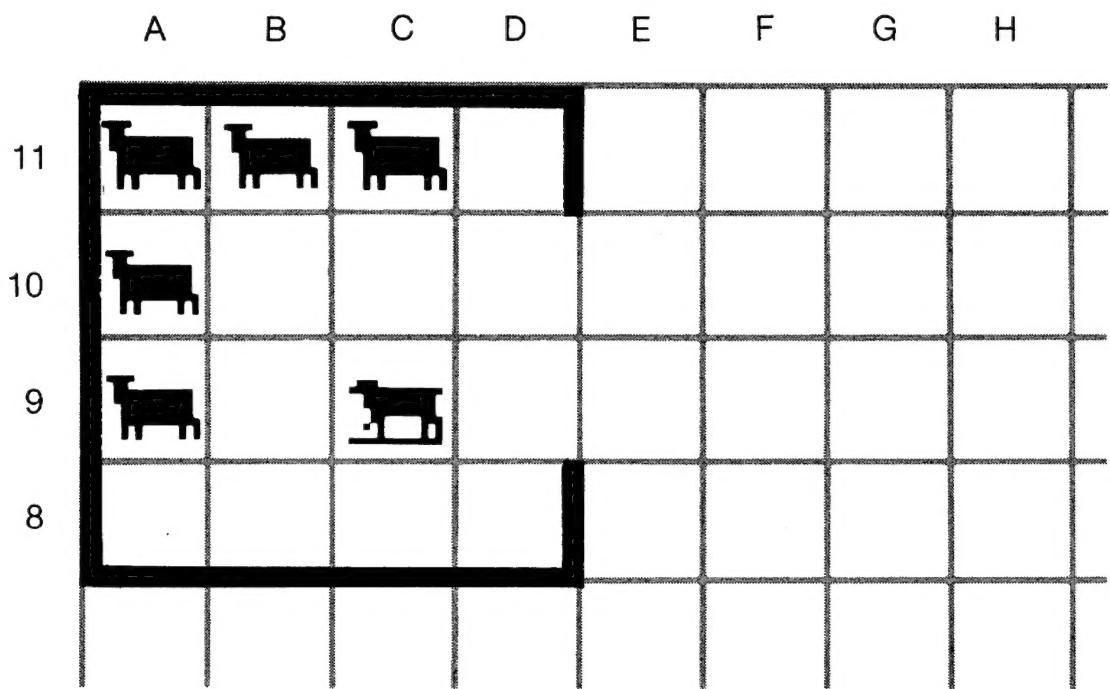


Diagram 3: When all your sheep have been mustered, your dog will sit in the pen to stop them from wandering out, and you will have finished.

The dogs will fight if you put them too close together — so if you send your dog to a grid square next to the other dog, there will be a dog fight! (See diagram 4.) If your dog gets involved in a fight, both dogs will get into trouble and will be sent back to their pens. You will lose your turn if it was your dog that started the fight!

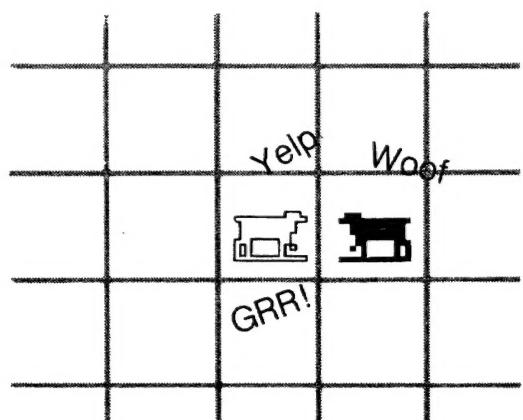
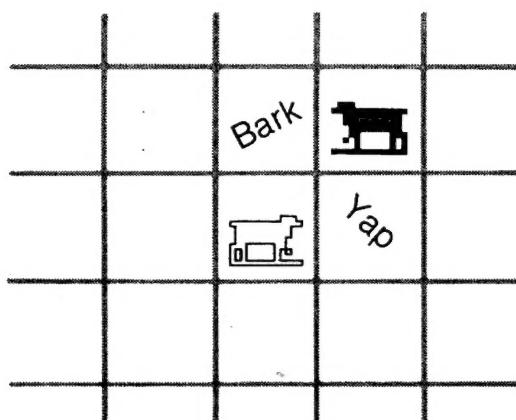


Diagram 4: If two dogs are close together like this, they will fight! They will then run back to their pens.

Mustering sheep

Sheep don't like dogs and, if a dog comes up alongside them, they run away from it.

But sheep don't like running either! So they'll run just far enough to get away from the dog. Therefore, to get the sheep to move *towards* the pen, and then into it, you will have to plan carefully. You must send your dog to the right grid square to make a sheep move the way you want.

Let's have a look at some of the directions that sheep might run, depending on where your dog is.

First, your dog must be right next to a sheep to make that sheep move. (See diagram 5.)

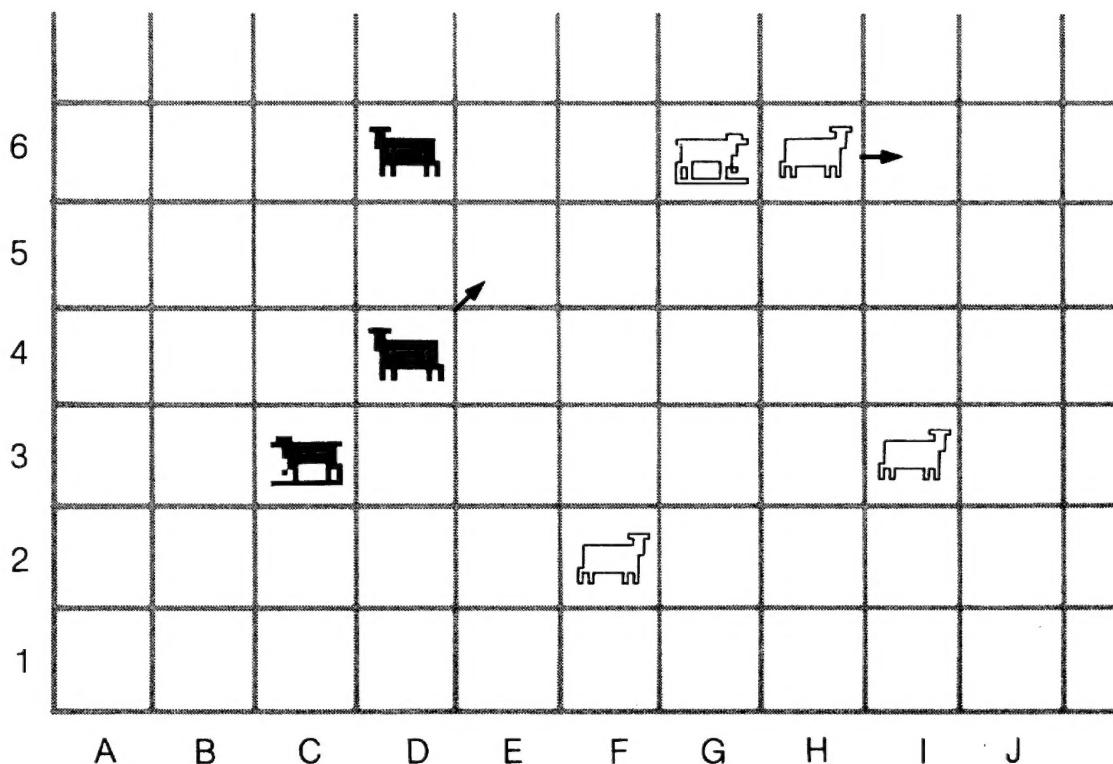


Diagram 5: The sheep in D4 and that in H6 will move because they are both next to dogs. They probably will move just one square away from the dogs. The other sheep aren't close to a dog, so they won't move.

Sheep are friendly animals — they like the company of other sheep, and they all run around together if they can. Because the sheep have no idea if they belong to you or to the other person, they don't know that you are trying to get them towards your pen. If your sheep are standing with some of the other sheep and the other dog comes along, your sheep may run the wrong way! (See diagram 6.)

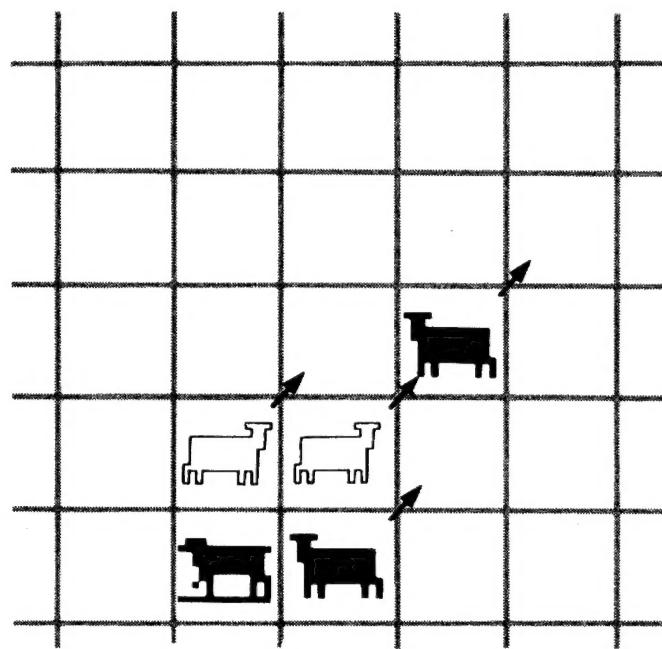


Diagram 6: These sheep are all going the same way, even though they don't all belong in the same mob. Sheep like to stay together.

Of course, if you can get a few of your sheep into a little group, it is much easier to get them all to move the way you want them to. If your sheep are in a mob, they will usually stay together. (See diagram 7.)

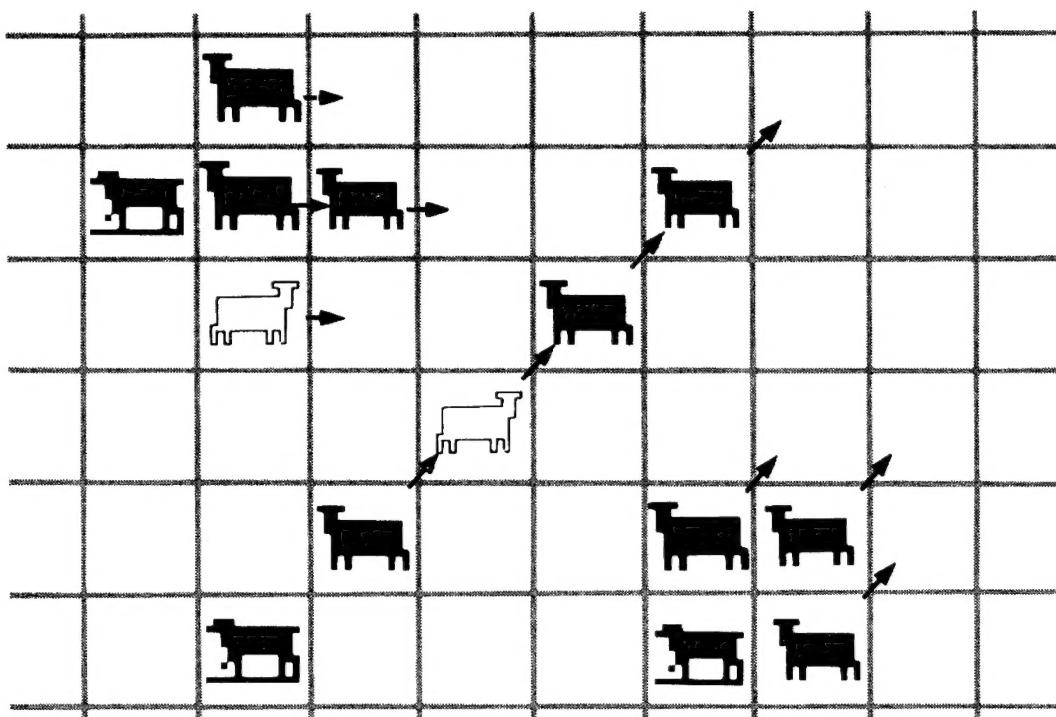


Diagram 7: Usually a mob of sheep will stay together and run in the same direction.

Sheep really are silly when it comes to fences. They feel safe by a fence. There is a fence right around the paddock, and if sheep run against it, you may have a hard job shifting them. They may run up and down the fence, backwards and forwards, making your dog tired and getting you annoyed! It helps to try to keep your sheep away from fences.

If two dogs get close to sheep, the sheep may become really upset and jump all over the place. Of course, you might need the help of the other dog at times, particularly if you have some sheep running up and down a fence line.

Remember that the real object of *Sheep-Dog Trial* is to muster all ten sheep as quickly as possible. You will find it a lot easier if you and the other player help each other out sometimes. When a mob of sheep of different colours get together, it is very difficult for just one dog to split them up because they tend to stick together (diagram 8). If both players help, it is much easier to separate the black sheep from the white (diagram 9).

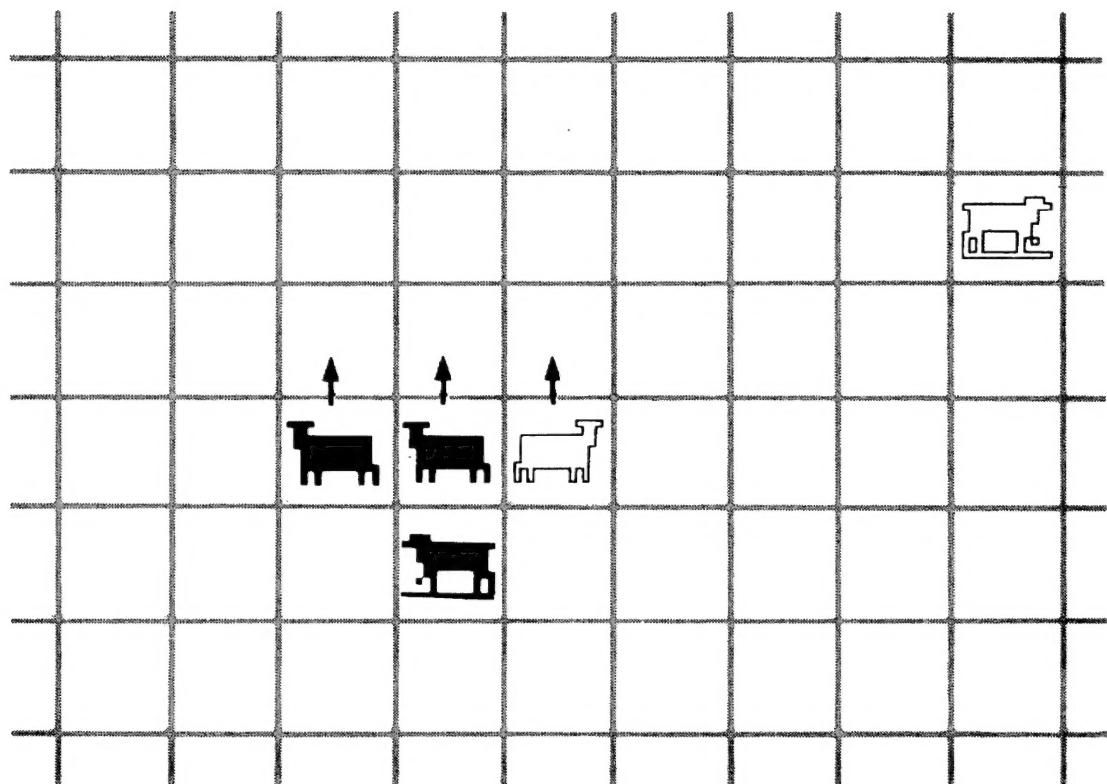


Diagram 8: Here is a mob of three sheep, 2 black and 1 white. It's difficult for one dog to split them up.

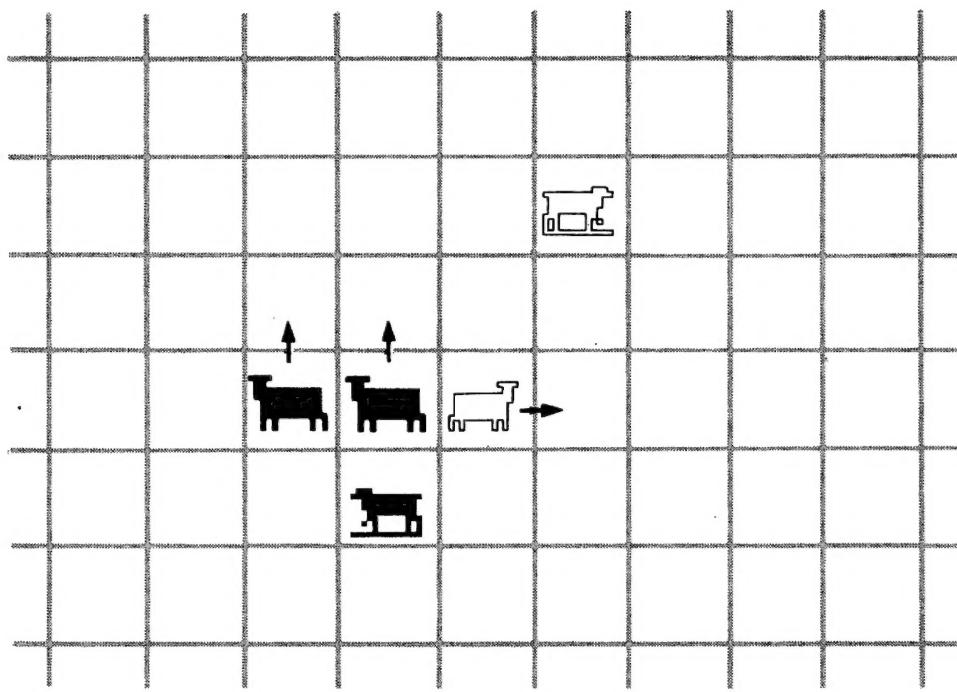


Diagram 9: This time the white dog is helping. Now when the black dog moves up to the sheep, the black sheep will move one square as shown. The white sheep, however, would be too frightened to move the same way because it would finish up too close to the white dog, and so it will run in another direction. Now you've split up the mob — but it couldn't be done so easily without cooperation.

Your sheep won't go into the other pen, or even near the opening of it. This is a good thing, otherwise the other dog might end up with all the sheep in the other pen.

Now try your hand at mustering sheep and see how quickly you can do it. See if both players can muster their sheep as quickly as possible. Good luck!

Getting started on the Apple

1. Insert the *Sheep-Dog Trial* disk (label side up) in the disk drive. (Do not shut the door of the drive yet.)
2. Switch on the monitor.
3. Switch on the computer.
4. When the red light on the disk drive is glowing, shut the door of the drive.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Sheep-Dog Trial* title screen to appear; otherwise, if no key has been pressed, the title screen will load automatically after a short pause.

6. Once the title screen has appeared, press the SPACE BAR to start the program.

Getting started on the BBC

1. Switch on the monitor.
2. Switch on the computer.
3. Insert the *Sheep-Dog Trial* disk (label side up) in the disk drive and shut the drive door.
4. Hold down the SHIFT key and press the BREAK key, then release the BREAK key *before* taking your finger off the SHIFT key.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Sheep-Dog Trial* title screen to appear; otherwise, if no key has been pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program.